

L Number	Hits	Search Text	DB	Time stamp
1	4720	hash\$3 near3 (function\$3 or algorithm\$2)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:50
2	636	(705/8).CCLS. <i>review</i>	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:48
3	11108	("705").CLAS. <i>review</i>	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:48
4	293	(705/9).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:48
5	4335	hash\$3 adj1(function\$3 or algorithm\$2)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:49
6	738	(hash\$3 near3 (function\$3 or algorithm\$2)) and (schedul\$4 or (task\$2 near3 assign\$5))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:49
7	420	(hash\$3 near3 (function\$3 or algorithm\$2)) and ("705").CLAS.) <i>review</i>	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:49
8	97	((hash\$3 near3 (function\$3 or algorithm\$2)) and (schedul\$4 or (task\$2 near3 assign\$5))) and ("705").CLAS.)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:49
9	684	(hash\$3 near3 (function\$3 or algorithm\$2)) and collision\$2	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:51
11	384	(hash\$3 near3 (function\$3 or algorithm\$2)) same collision\$2	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:51
10	1	((generat\$3 or creat\$3) near2 schedul\$3) and ((hash\$3 near3 (function\$3 or algorithm\$2)) and collision\$2) <i>review</i>	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:51
12	139	(schedul\$3) and ((hash\$3 near3 (function\$3 or algorithm\$2)) and collision\$2)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:51
13	53	(schedul\$3) and (((hash\$3 near3 (function\$3 or algorithm\$2)) same collision\$2))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:54
14	2434	(707/3).CCLS. <i>scan titles</i>	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:55
16	2051	(707/104.1).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:55
17	2789	<i>lib or L14</i> <i>scan titles</i>	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:55
18	197	<i>L17 and L5</i>	USPAT; EPO; JPO; DERWENT; IBM_TDB	2004/04/05 08:55


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hash function

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**Web**Results 1 - 10 of about 818,000 for **hash function** [\[definition\]](#). (0.13 seconds)**Q94: What is a Hash Function?**What is a **Hash Function**? A **hash function** ... some additional properties.The basic requirements for a cryptographic **hash function** are: ...[www.x5.net/faqs/crypto/q94.html](http://www.x5.net/faqs/crypto/q94.html) - 4k - [Cached](#) - [Similar pages](#)**RSA Laboratories | Cryptography FAQ | What is a hash function?**2.1.6 What is a **hash function**? ... The basic requirements for a cryptographic**hash function** are as follows. The input can be of any length. ...[www.rsasecurity.com/rsalabs/faq/2-1-6.html](http://www.rsasecurity.com/rsalabs/faq/2-1-6.html) - 18k - Apr 4, 2004 - [Cached](#) - [Similar pages](#)**A Hash Function for Hash Table Lookup**Abstract. I offer you a new **hash function** for **hash** table lookup that is fasterand more thorough than the one you are using now. ... A Survey of **Hash Functions**. ...[burtleburtle.net/bob/hash/dooobs.html](http://burtleburtle.net/bob/hash/dooobs.html) - 24k - [Cached](#) - [Similar pages](#)**Hash Functions and Block Ciphers****Hash Functions** and Block Ciphers. ... A **hash function** for **hash** table lookup

should be fast, and it should cause as few collisions as possible. ...

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designed by Hans Dobbertin, Antoon Bosselaers, and Bart Preneel. ...

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O'Reilly's Java Performance and Tuning author Jack Shirazi describes and tests

an implementation of a perfect **hash** map using a perfect **hash function**. ...[www.onjava.com/pub/a/onjava/2001/01/25/hash\\_functions.html](http://www.onjava.com/pub/a/onjava/2001/01/25/hash_functions.html) - 45k - Apr 4, 2004 - [Cached](#) - [Similar pages](#)**Hash Functions****Hash Functions**. ... If you just want to have a good **hash function**, and cannotwait, djb2 is one of the best string **hash functions** i know. ...[www.cs.yorku.ca/~oz/hash.html](http://www.cs.yorku.ca/~oz/hash.html) - 4k - [Cached](#) - [Similar pages](#)


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hash function scheduling

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hash function collisions

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... It is important for a **Hash Function** to minimize **collisions**, where a **collision** is defined as two different arguments that **hash** to the same value. ...

[www.sgi.com/tech/stl/HashFunction.html](http://www.sgi.com/tech/stl/HashFunction.html) - 7k - [Cached](#) - [Similar pages](#)

**Data Structures and Algorithms: Hash Tables**

... a **hash function**,  $h(k)$ , which maps most of the keys onto unique integers, but maps a small number of keys on to the same integer. If the number of **collisions** ( ...

[clips.ee.uwa.edu.au/~morris/Year2/PLDS210/hash\\_tables.html](http://clips.ee.uwa.edu.au/~morris/Year2/PLDS210/hash_tables.html) - 13k - [Cached](#) - [Similar pages](#)

**The RIPEMD-160 page**

... to the known attacks on the MD4-like **hash functions**. ... A theoretical attack on the compression **function** of the ... and Antoine Joux, "Differential **Collisions** in SHA ...

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**The Hashing Function Lounge**

... 253--271. [DBGV91] J. Daemen, A. Bosselaers, R. Govaerts, and J. Vandewalle, "Collisions for Schnorr's **Hash Function FFT-Hash**", Advances in Cryptology ...

[planeta.terra.com.br/informatica/paulobarreto/hflounge.html](http://planeta.terra.com.br/informatica/paulobarreto/hflounge.html) - 19k - [Cached](#) - [Similar pages](#)

**hash function from FOLDOC**

... first letter. Ideally, a **hash function** should distribute items evenly between the buckets to reduce the number of **hash collisions**. If ...

[wombat.doc.ic.ac.uk/foldoc/foldoc.cgi?hash+function](http://wombat.doc.ic.ac.uk/foldoc/foldoc.cgi?hash+function) - 3k - [Cached](#) - [Similar pages](#)

**Integer Hash Function**

... The case of  $h(x_1) == y_1$ , and  $h(x_2) == y_1$  is called a **collision**. Using only reversible operations in a **hash function** makes **collisions** impossible. ...

[www.concentric.net/~Ttwang/tech/inthash.htm](http://www.concentric.net/~Ttwang/tech/inthash.htm) - 12k - [Cached](#) - [Similar pages](#)

**hashing - a searchDatabase definition - see also: hash, hash ...**

... If it does, this is known as a **collision**. A **hash function** that offers an extremely low risk of **collision** may be considered acceptable. ...

[searchdatabase.techtarget.com/sDefinition/0,,sid13\\_gci212230,00.html](http://searchdatabase.techtarget.com/sDefinition/0,,sid13_gci212230,00.html) - 44k - [Cached](#) - [Similar pages](#)

**Hash Functions Based on Block Ciphers and Quaternary Codes ...**

... constructions for cryptographic **hash functions** based on  $m$  bit block ciphers. First we present a new attack on the LOKIDBH mode the attack finds **collisions** in  $m$  ...

[citeseer.ist.psu.edu/knudsen96hash.html](http://citeseer.ist.psu.edu/knudsen96hash.html) - 23k - [Cached](#) - [Similar pages](#)

**Hash Functions**

... Universal **Hashing**, to do this we must construct a family of **hash functions** to choose ...  $\hat{H}$  randomly chosen will give  $h(x) = h(y)$  (**collision**) with probability  $1/n$  ...

[www.cs.fsu.edu/~cop4531/slideshow/chapter12/12-3.html](http://www.cs.fsu.edu/~cop4531/slideshow/chapter12/12-3.html) - 19k - [Cached](#) - [Similar pages](#)

**Perfect Hashing**

... that you get no **collisions** at all. It is possible when you know exactly what set of keys you are going to be **hashing** when you design your **hash function**. ...

[burtleburtle.net/bob/hash/perfect.html](http://burtleburtle.net/bob/hash/perfect.html) - 18k - [Cached](#) - [Similar pages](#)